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Computer Science & Engineering Syllabi

College of Engineering & Computer Science

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Spring 2012

### CS 399-01: iOS Programming

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# Learning Objectives

- \* Competency developing software for iOS devices including any of iPhone, iPod Touch, or iPad
- \* Understanding of the C and Objective-C programming languages
- \* Understanding of typical embedded software constraints including resource management
- \* Understanding of iOS development tools and software development life cycles

# Schedule and Contact

- ✱ Class 26-MAR-12 to 08-JUN-12
- ✱ 10:25 am - 12:05 pm MW Dunbar Library 058
- ✱ Office Hours: 12:05 pm - 1:05 pm MW Dunbar Library 058

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# Evaluation and Policy

- ✱ 50% Project Assignments (4)\*
- ✱ 30% Homework Assignments (10) (Start homework assignments with Internet search: most questions can be answered with one sentence and a URL)
- ✱ 20% Final examination
- ✱ A/90%, B/80%, C/70%, D/60%, F/50% (70% average on the programming projects to pass the class)
- ✱ All Assignments must be submitted via Pilot drop box.

\*Collaboration is acceptable, but each student must turn in a unique project.

# Course Outline

- ✱ Module 1: Native iOS Application Components
- ✱ Module 2: Cocoa Touch Application Architecture
- ✱ Module 3: ANSI C and Objective-C
- ✱ Module 4: Loose Coupling & Alternatives to Inheritance
- ✱ Module 5: Reference Counting Resource Management



# Course Outline (continued)

- \* Module 6: Objective-C Blocks
- \* Module 7: iOS User Interface Survey
- \* Module 8: Event Driven Programming
- \* Module 9: Custom Drawing & Animation
- \* Module 10: Multi-touch Input & Gestures